

Google scholar

ray traversal test along each ray voxel in step

Search

Advanced Scholar Search

Scholar Articles and patents

anytime

include citations

Create email alert

Results 1 - 10 of about 170. (0.18 sec)

**Eikonal rendering: efficient light transport in refractive objects**[\[PDF\] from psu.edu](#)

J. Blevins, G. Ziegler, A. Tene, C. Theobalt, ... ACM Transactions on ... 2007 - portal.acm.org  
 ... In the following section, we derive the mathematical recipes for viewing ray traversal and irradiance computation ... For some of our test objects, we simulated spatially varying attenuation in the ... only one incoming light direction, corresponding to the highest energy ray passing a ...  
 Cited by 25 • Related articles • Bi. Direct • All 22 versions

**Parallel volume rendering**

R. Westermann, ... Parallel Processing Symposium, 1995. ... 2002 - ieee.computer-ieee.org  
 ... Mont& et. al. [6] proposed to replicate the volume data along processor clusters on a SIMD nCUBE architecture, taking advantage of the fast communication primitives between ... If we assume an independent evaluation of the rendering integral for each ray, and each data item ...  
 Cited by 2 • Related articles • All 5 versions

**Massively parallel software rendering for visualizing large-scale data sets**

R. Ma, ... IEEE Computer Graphics and Applications, 2001 - computer.org  
 ... Figure 2 shows the basic ray-volume traversal method we describe here. ... through two main techniques: 9 accelerating or eliminating ray-voxel intersection tests and parallelization. ... 3. Ray tracing for volume visualization naturally lends itself toward parallel implementations. ...  
 Cited by 33 • Related articles • Bi. Direct • All 8 versions

**[PDF] Parallel Volume Rendering**[\[PDF\] from psu.edu](#)

R. W. Westermann, ... Computer Graphics and Applications, 2001 - computer.org  
 ... Furthermore the distances from the entrance point to the planes on the ray are PX-PY and PZ. ... of this protocol is that there have to be distinguished synchronization points, at which the nodes perform the polling to check the network for ... a node starts traversal of a new subblock. ...  
 Related articles • View as HTML • All 2 versions

**Interactive Ray Tracing on a Virtual Shared-Memory Parallel Computer**[\[PDF\] from psu.edu](#)

M. J. Kaates, ... Computer Graphics Forum, 1995 - Wiley Online Library  
 ... to cluster them to build the tree can be time consuming and the ray-box intersection tests are more expensive than the ray traversal algorithms of ... classified as an embarrassingly parallel problem, and is easily parallelised by processing each primary ray independently. ...  
 Cited by 25 • Related articles • Bi. Direct • All 8 versions

**Exploration of 3D grid caching strategies for ray-shooting**

S. Maneth, Z. Latala, Y. Mathieu, T. Todorok, ... Journal of Real-Time ... - Springer  
 ... can be adapted to use projective geometry [18], which permits a higher traversal accuracy, and is ... When performing ray casting, the contribution of each traversed cell is taken into account for ... implemented in a variety of ways; for our tests, we used voxel-based volume rendering ...  
 Related articles

**[PDF] Implementations of Cube-4 on the Teramac Custom Computing Machine**[\[PDF\] from psu.edu](#)

R. Anderson, R. J. Carter, B. Culbertson, P. Kuekes, ... CiteSeer  
 ... of custom computing, relative to conventional software simulations, makes much more exhaustive testing possible. ... The first is the TRAVERSAL UNIT which keeps track of the position of the ... and modular partitioning schemes for the Cube-4 slice-parallel ray-casting architecture ...  
 Related articles • View as HTML • All 2 versions

**System and method for performing a three-dimensional virtual examination, navigation and visualization**

A. E. Kaufman, Z. Liang, M. R. Way, M. Wan, ... US Patent ... 2002 - Google Patents  
 ... AS THE CURRENT IMAGE PIXEL ALONG THE RAY 2120- 2140 CHECK DISTANCE FROM ... AT THIS POINT 2160- GO TO NEW SAMPLING POINT ALONG RAY AT DISTANCE i ... c START 2510 SEGMENT COLON LUMEN 2520 SELECT POINT WITHIN EACH SEGMENT ALL ...  
 Cited by 25 • Related articles • All 5 versions

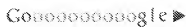
**[PDF] Massively parallel software rendering for visualizing large-scale data sets**[\[PDF\] from psu.edu](#)

S. Parker, ... 2001 - CiteSeer  
 ... Figure 2 shows the basic ray-volume traversal method we describe here. ... is accelerated through two main techniques: 9 accelerating or eliminating ray-voxel intersection tests and parallelization. ... by a combination of spatial sub-division and early ray termination. 3 Ray tracing for ...  
 Related articles • View as HTML • All 12 versions

**Implementations of Cube-4 on the teramac custom computing machine**[\[PDF\] from psu.edu](#)

U. Karau, M. Meissner, W. Strasser, H. Pinter, ... Computers & ... 1997 - Elsevier  
 ... of custom computing, relative to conventional software simulations, makes much more exhaustive testing possible. ... The first is the TRAVERSAL UNIT which keeps track of the position of the currently ... After a ray is finished, its final pixel value is output into Teramac memory together ...  
 Cited by 30 • Related articles • Bi. Direct • All 3 versions

☒ Create email alert



Result Page: 1 2 3 4 5 6 7 8 9 10 [Next](#)

ray traversal test along each ray voxel

[Go to Google Home](#) - [About Google](#) - [About Google Scholar](#)

©2010 Google